Sphinx of Wonder

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Tiny Celestial, Lawful Good

AC 13 **Initiative** +3 (13)
HP 24 (7d4 + 7)
Speed 20 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	–2	–2	**Dex**	17	+3	+3	**Con**	13	+1	+1
Int	15	+2	+2	**Wis**	12	+1	+1	**Cha**	11	+0	+0

Skills Arcana +4, Religion +4, Stealth +5
Resistances Necrotic, Psychic, Radiant
Senses Darkvision 60 ft., Passive Perception 11
Languages Celestial, Common
CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The sphinx has Advantage on saving throws against spells and other magical effects.

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage plus 7 (2d6) Radiant damage.

Reactions

Burst of Ingenuity (2/Day). *Trigger:* The sphinx or another creature within 30 feet makes an ability check or a saving throw. *Response:* The sphinx adds 2 to the roll.

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